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THE CHESSMASTER® 4000

Windows® 95 Edition

User's Guide

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WELCOME

Welcome to ***The Chessmaster 4000 Turbo!*** This unique chess software will provide years of fun on your IBM® PC or compatible, running in the Microsoft® Windows™ environment. The program has something for everybody, whether you are a novice chess player or well on your way to becoming a Grand Master.

The Chessmaster 4000 Turbo Package

The Chessmaster 4000 Turbo package includes the following:

- **Complete reference information**—The package includes three reference documents. The *Quick Start Card* explains the system requirements and installation procedure for your Windows version of the program. The *Owner's Manual* presents the basic moves, rules, and history of chess. This *User's Guide* explains how to use the software and play chess with the program. See *Appendix B: About the Documentation.*
- **Easy to install and run**—The program practically installs itself and is simple to run. See the *Quick Start Card* and *Getting Started.*
- **Online help**—In addition to reference information in the online help, the program includes extensive, interactive tutorials. As you play chess, you can also ask for natural language advice in plain, clear English. See *Help Menu* and *Mentor Menu.*
- **Easy-to-use graphic interface**—The software interface is easy to use. See *Moving Pieces, Using Menus, Windows Menu,* and *Appendix A: About the Interface.*
- **Easy-to-access program features**—Pull-down and cascading menus let you get to every menu command quickly without getting in the way of your chess game. See *Menu Quick Reference* and the specific menu sections, starting with *Game Menu.*

In this guide, the terms *select* and *choose* refer to operations that you can do with a mouse or the keyboard. Select means "highlight a menu, menu command, option, or item on a list." Choose means "confirm the highlighted selection and execute a command." Usually, you make a selection, then choose a command (see *Appendix B: About the Documentation*).

Getting Started

For the system requirements and installation instructions for your version of ***The Chessmaster 4000 Turbo***, see the *Quick Start Card.*

Running The Program

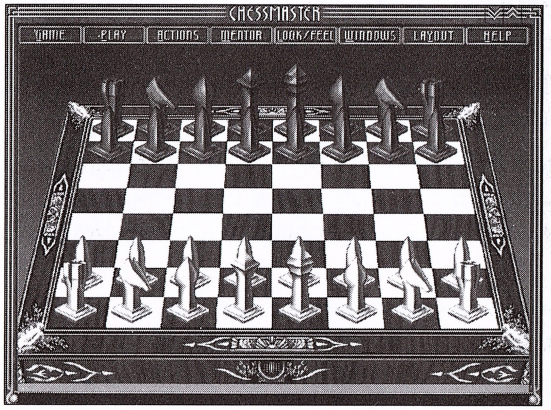
To run ***The Chessmaster 4000 Turbo*** after installation, starting from the Windows *Program Manager*, double-click the program icon.

Exiting The Program

To exit ***The Chessmaster 4000 Turbo*** choose the **Game** menu and **Quit**. At the save settings prompt, choose **Yes** to exit and save the current setting, **No** to exit without saving, or **Cancel** to return to game play.

Moving Pieces on the Chessboard

When you run ***The Chessmaster 4000 Turbo***, the chessboard appears with a cursor "hand."



To start playing chess immediately, move pieces on the chessboard as follows:

- **Mouse**—Point to a piece; click and drag the piece to a destination square; then release the mouse.
- **Keyboard**—Type a move in the current notation to move a piece (see *Look & Feel Menu, Notation*).

Note: If you grab a piece and change your mind, you can return the piece to its starting square before you drop it with the mouse, or you can choose **Takeback**, **Last Move** on the **Actions** menu after you move. The quick key for **Takeback** is (CTRL) T.

Special Moves

Castling

When legal, castle by moving your King two squares toward the appropriate Rook. The Rook will move into place automatically. For an explanation of castling, see your *Owner's Manual* or select **Mentor** menu, **Chess Tutor, Chess Basics**, and **Special Moves: Castling**.

En Passant

When legal, capture your opponent's pawn "in passing" by moving your pawn ahead and diagonally behind the enemy pawn. For an explanation of En Passant, see your *Owner's Manual* or select **Mentor** menu, **Chess Tutor, Chess Basics**, and **Special Moves: En Passant**.

Promotion

If your pawn reaches the opposite edge of the chessboard, a *Pawn Promotion* dialog appears. Click a piece, such as Queen, to promote your pawn to that piece. For an explanation of promotion, see your *Owner's Manual,* or select **Mentor** menu, **Chess Tutor, Chess Basics**, and **Special Moves: Promotion**.

USING MENUS

The Chessmaster 4000 Turbo lets you choose software commands from pull-down and cascading menus. To choose a menu command with the mouse, click and drag the mouse to the command; then release the mouse.

To open a menu with the keyboard, press (ALT) and the underlined letter in the menu name, such as (ALT) G to open the **Game** menu. To choose a menu command with the keyboard, press (↑) (↓) and (ENTER). If a command name is followed by a right arrow (▶), you can choose a command from a cascading menu by pressing (→) and (↑) or (↓). If a command is followed by three periods (...), you must use one or more dialog boxes.

Note: You can use (CTRL) keys to choose some menu and cascading menu commands without opening the menu. For commands that call dialogs, you can choose **Cancel** (or press (ESC)) to abandon that command.

For details on mouse and keyboard actions, see *Appendix A: About the Interface.*

Menu Quick Reference

The Chessmaster 4000 Turbo includes the menus, menu commands, and cascading menu commands shown below.

Game

- **New Game...** (CTRL) N
- **Load a Game** ▶
  - **Saved...** (CTRL) L
  - **Game Library...**
  - **Build a Library...**
- **Save Game...** (CTRL) S
- **Information...**
- **Clipboard** ▶
  - **Copy Move List**
  - **Copy ASCII Board**
  - **Copy Graphical Board**
  - **Copy Move Annotation**
  - **Paste Move Annotation**
- **Import** ▶
  - **ASCII Move List...**
  - **ASCII Board Position...**
  - **Forsythe Board Position...**
- **Export** ▶
  - **ASCII Move List...**
  - **ASCII Board Position...**
  - **Forsythe Board Position...**
- **Settings** ▶
  - **Save Current**
  - **Restore Original**
- **Print** ▶
  - **Move List**
  - **Board Position**
  - **Championship Certificate**
  - **Printer Setup...**
- **Files...**
- **Quit** (ALT) (F4)

For details, see *Game Menu.*

Play

- Quick Level Set ▶
  - Newcomer
  - Novice
  - Easy
  - Light
  - Moderate
  - Difficult
  - Expert
  - Championship
- Set Up Game Details...
- Set Up a Position...
- Set Up a Personality...
- Playing Field...
- Tournament ▶
  - Create...
  - Schedule...
  - View Results...
  - Load...
  - Suspend and Save Game
  - Suspend and Abort Game
  - Print Results

For details, see *Play Menu.*

Actions

- Switch Sides CTRL G
- Wakeup!
- Force Move CTRL F
- Takeback ▶
  - Last Move CTRL T
  - All Moves
- Replay ▶
  - Last Move CTRL R
  - All Moves
- Resign
- Offer Draw
- Adjourn Game...
- Pause

For details, see *Actions Menu.*

Mentor

- Quick Hint CTRL H
- Natural Language Advice... CTRL A
- Auto-Annotate Move List...
- Analyze Move List...
- Solve for Mate...
- Rate My Play...
- Practice Openings...
- Chess Tutor...
- Teaching...

For details, see *Mentor Menu.*

Look/Feel

- Select Board...
- Select Chess Set...
- Custom Board...
- Move Board
- Board Coordinates

- Sliding Pieces
- Quick Entry
- Announce Check
- Announce Openings
- Time Stamp Annotation
- Notation ▶
  - Coordinate
  - Algebraic
  - Long Algebraic
  - Descriptive
  - International
- Game Sounds ▶
  - Sampled
  - Simplified
  - None
- Music

For details, see *Look & Feel Menu.*

Windows

- Game Status CTRL 1
- Chess Clocks CTRL 2
- Thinking CTRL 3
- Think Lines CTRL 4
- Move List CTRL 5
- Captured Pieces CTRL 6
- Legal Moves CTRL 7
- Annotation CTRL 8
- Chat CTRL 9
- Close All CTRL C

For details, see *Windows Menu.*

Layout

- War Room
- Think Tank
- Table Top Chess
- Plain and Simple
- Micro Chess
- Far East
- New Perspective
- Personal Guide
- Custom ▶
  - Load
  - Save

For details, see *Layout Menu.*

Help

- About
- Chessmaster
- Help on Help

For details, see *Help Menu.*

Game Menu

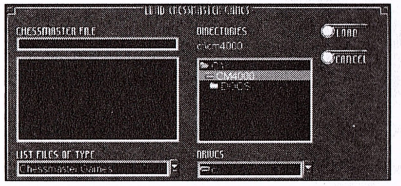
Use the **Game** menu to get help, to play, load, save, import or export games, to save settings, to print information, and to exit ***The Chessmaster 4000 Turbo*** by selecting the following commands.

New Game (CTRL) *N*

Start a new game. The game clocks are reset to 00:00:00. White moves first.

Load a Game

Load an existing game by choosing a cascading menu command.



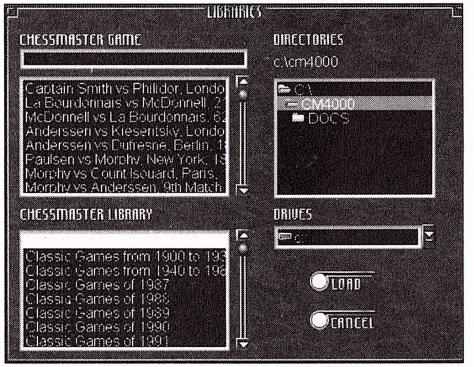
Saved... (CTRL) L

Load a game that you saved. In the file dialog, select the directory and name, then choose **Load**.

Note: You can also use the **Saved** command to load games saved with ***The Chessmaster 3000***.

Game Library...

Load one of over 500 Classic games of chess to review its moves and strategies.



Games are arranged in 9 libraries, grouped chronologically from before 1900 to date. From the **Libraries** dialog box, select the library and game within it that you wish to load. Click on **Load** and the game comes up on your chessboard. Open

the **Move List** Window, and review the moves by clicking on the appropriate VCR button. See *Windows Menu, Move List.*

Save Game... (CTRL) *S*

Save the current game in ***The Chessmaster 4000 Turbo*** format. In the *Save Chessmaster* dialog box, select a drive and directory for the game; then choose **Save.**

Clipboard

Use the Windows Clipboard to copy a move list, an ASCII, or Graphical board, move annotations, or paste move annotations into another file, by choosing the following cascading menu commands.

Copy Move List

Before you can use this command, you must begin a game and make some moves.

Copy ASCII Board

Copy the current board position in ASCII text format into the Windows Clipboard. For an example of an ASCII board format, see *Import, ASCII Board Position.*

Copy Graphical Board

Copy the current board position complete with graphics into the Windows Clipboard.

Copy Move Annotation

Before you can use this command, you must begin a game, make some moves and annotate them (see *Mentor Menu, Auto-Annotate Move List*).

Paste Move Annotation

Paste annotated move from the Windows Clipboard into the current move list.

Import

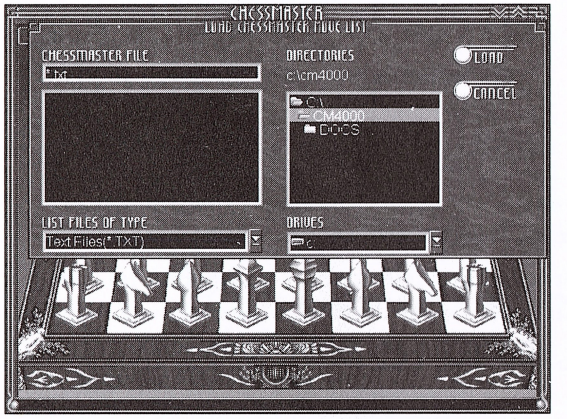
If your chess database software can export its games or positions to an ASCII file, ***The Chessmaster 4000 Turbo*** can import them. Use the three **Import** cascading menu commands to load move lists and board positions from ASCII files that were created on your chess database software, downloaded from an information service, or saved with ***The Chessmaster 3000*** **Export** format.

Note: For each cascading menu command a file dialog appears, select the directory and game description you want, then choose **Load.** An example is shown in ASCII Move List only.

ASCII Move List...

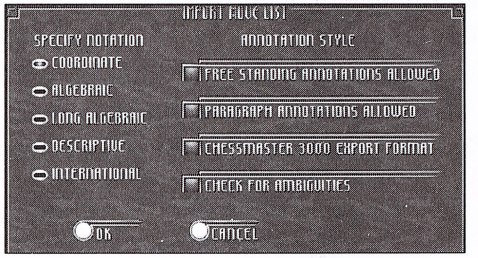
Use this command to import games from ASCII files into ***The Chessmaster 4000 Turbo*** in any of the five notations supported by ***The Chessmaster 4000 Turbo.***

The *Load Chessmaster Move List* dialog box appears.



Select the file name, type, directory, and drive; then choose **Load.**

The *Import Move List* dialog box appears.



Select one **Notation** radio button and any of the **Annotation Style** check boxes that apply to the ASCII file you want to import; then choose **OK.** See *Specify Notation and Annotation Styles* below.

Note: Examine the ASCII file in the text box at the bottom of the dialog box to decide what **Notation** and **Annotation** styles were used to create the file.

Specify Notation

On the left side of the screen, select a radio button for one of the five notations supported by ***The Chessmaster 4000 Turbo,*** including **Coordinate, Algebraic, Long Algebraic, Descriptive,** and **International Correspondence.** For descriptions of each notation, see *Look & Feel Menu, Notation,* or use the **Mentor** menu, **Chess Tutor, Chess Basics** list to choose the matching tutorial.

The simplest format for an ASCII move list file (also called a game score), is one White move and one Black move per line. Or, several moves can be placed on a single line. Move numbers are optional; however, there must be at least one

character between the move number and the move. That character may be a period, a period and a space, or just a space. The following examples, show five variations of the same ASCII move list in Algebraic notation.

Examples:

a)
```
1. e4  e5
2. Nf3 Nc6
3. Bb5 a6
4. Bxc6 bxc6
```

b)
```
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 bxc6
```

c)
```
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 bxc6
```

d)
```
1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Bxc6 bxc6
```

e)
```
e4 e5 Nf3 Nc6 Bb5 a6 Bxc6 bxc6
```

Annotation Style

An annotation is a comment on a specific move of a chess game. When an annotation appears before the first move, it is assigned to the game itself. Other than that, an annotation is always associated with the move it immediately follows in the move list.

A common way of associating an annotation with a move in an ASCII move list is to surround the annotation with special characters, called delimiters, such as parentheses (), brackets [], braces {}, or double quotes "". Other delimiters are used singularly, including semi-colon (;), tilde (~), at sign (@), number sign (#), dollar sign ($), percent sign (%), carat (^), ampersand (&), asterisk (*), vertical slash (|), and back slash (\). Everything after the single delimiter to the end of the line is considered an annotation for the move it follows. The two examples below show the same move list in Algebraic notation, one with plural delimiters and the other with singular.

Examples:

a)
```
1. e4  e5          ;This comment is for the e5 move
2. Nf3 Nc6
```

b)
```
1 e4 e5 (This is a comment for the e5 move) 2 Nf3 Nc6
```

Since players have different styles of annotating, ***The Chessmaster 4000 Turbo*** offers tremendous flexibility in importing annotation.

In addition to the standard delimiter styles, you can select four other **Annotation Styles:**

- **Free Standing Annotations Allowed**—Select this check box if the move list to import does not use delimiters at all. In this case, the only way the importer

can distinguish between annotations and moves is to prohibit free standing annotations from naming moves or move numbers. (So delimited annotations are actually more flexible than free standing.)

- **Paragraph Annotations Allowed**—Select this check box if the move list to import uses paragraphs to delimit annotations. The paragraphs are imported as blank lines. These files must begin with an annotation.

  This is an introductory annotation before e4.

  ```
  e4 e5
  This is a paragraph annotation to e5
  ```

- **Chessmaster 3000 Export Format**—Select this check box if you want to import a game saved with ***The Chessmaster 3000*** **Export** command.
- **Check for Ambiguities**—Select this check box if the import format is **Algebraic** or **Descriptive** notation and you want the importer to reject moves that are ambiguous. When this box is cleared, the importer does not check for ambiguity and loads faster.

You may add a game information annotation before the first move in a game to specify facts about the game, such as players, date, and location. To specify game information, use the **Game** menu, **Information** or in an annotation use a Key Word, a colon, and a description on one line, with the annotation information following on one line as shown in the example below. Key Words include White, Black, Location, Place, Venue, Event, What, Occasion, Date, Year, Time, and When. Some Key Words mean the same thing, such as Location, Place, and Venue. More than one key word may be used per line.

Examples

```
White: Paulsen
Black: Morphy
Place: New York  Date: 1857
Paul Morphy competed in only one tournament in his
short career.
```

ASCII Board Position...

Load a board position in ASCII text format. Spacing is not particularly important as long as each square is identified. Use the pieces' initials or two dashes (- -) for a blank square as shown below. White initials are WP (Pawn), WR (Rook), WN (Knight), WB (Bishop), WQ (Queen), WK (King); Black initials are BP, BR, BN, BB, BQ, BK.

Example:

```
BR BN BB BQ BK BB -- BR
BP BP BP -- -- BP BP BP
-- -- -- -- -- BN -- --
-- -- -- BP BP -- -- --
-- -- -- -- WP -- -- --
-- -- -- WP -- -- WP --
WP WP WP -- -- WP -- WP
WR WN WB WQ WK WB WN WR
```

Forsythe Board Position...

Load a board position in Forsythe notation. This ASCII text format lists chessboard positions by rows (ranks) separated by slashes (/). Black pieces are identified by lowercase letters (p, r, n, b, q, k); White pieces by uppercase letters; blank squares by numbers (1-8). Where rows are completely empty, /8 is used. If multiple rows are empty, multiples of 8 can be used as shorthand. The first example below shows this nicely with the starting set up in Forsythe notation, where the four middle rows are empty (/32).

Examples:

```
rnbqkbnr/pppppppp/32/PPPPPPPP/RNBQKBNR
```

The example in the **Import ASCII Board Position** above, would be recorded in Forsythe as:

```
rnbqkb1r/ppp2ppp/5n2/3pp3/4P3/3P2P1/RNBQKBNR
```

Export

Save an ASCII file with the moves or chessboard position to transfer to another system or user by choosing a cascading menu command. In the file dialog, select the drive and game description to export, then choose **Save**. You do not need to add an extension (.TXT), as the program does this automatically.

ASCII Move List...

Save game move list in ASCII format using current notation.

ASCII Board Position...

Save a chessboard position in ASCII format (see *Import*).

Forsythe Board Position...

Save a chessboard position as an ASCII file using Forsythe notation (see *Import*).

Settings

Save or restore the defaults by choosing a cascading menu command.

Restore Original

Restores original program defaults shipped by The Software Toolworks, Inc.

Save Current

Saves any changes you made to game settings this session, such as window placement, opening book, notation, teaching, sound, blindfold, board design or color, and so on. The next time you run the program, these values are used.

Print

Print information about your games or progress by choosing a cascading menu command.

Move List

Print out the move list for the current game.

Board Position

Print out the current board position. An IBM Graphics, HP Laser or compatible printer reproduces the screen graphics. Other printers use text characters (see *Printer Set up*).

Championship Certificate

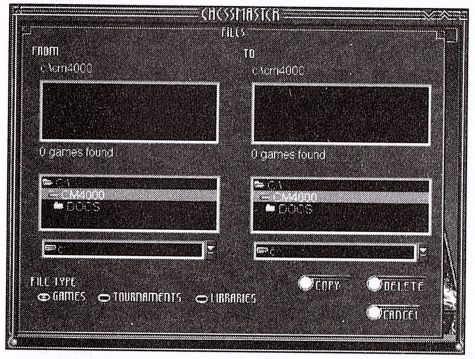
Print a certificate when you beat ***The Chessmaster 4000 Turbo*** in **Championship** play!

Printer Set up...

Lets you add or change your printer set up and output port. Choose **OK** to accept the default set up. Choose **Cancel** to exit without changes. Choose **Set up** to configure your printer (see your *Microsoft Windows* manual).

Files...

Use this command any time you wish to use a saved game, tournament, or library in another directory, on another disk, or computer. When opened, the **Files** dialog box appears.



Select the **From** directory, the **To** directory, and the **File Type** (Games, Tournaments, or Libraries), then choose **Copy**. Use the **Delete** button to erase selected files in the **From** directory, and **Cancel** to abort the process.

Quit (ALT) (F4)

Press (TAB) to return to the main Window, then choose this command to exit ***The Chessmaster 4000 Turbo*** and return to the Windows *Program Manager*. A dialog box appears to confirm the command. Choose **Yes** to exit and save settings; **No** to exit without saving; **Cancel** to return to game play.

PLAY MENU

Use the **Play** menu to set the level of play, identify the players, play time controls, rules, and style of play by choosing the following commands.

Quick Level Set

Set the level of game play by choosing one of the cascading menu commands.

Newcomer

Choose this level of play if you are new to the game of chess.

Novice

Choose this level of play if you are a beginning chess player.

Easy

Choose this level of play if you want an easy game.

Light

Choose this level of play if you want a slight challenge.

Moderate

Choose this level of play if you want a moderate challenge.

Difficult

Choose this level of play if you want a difficult challenge.

Expert

Choose this level of play if think you are an expert.

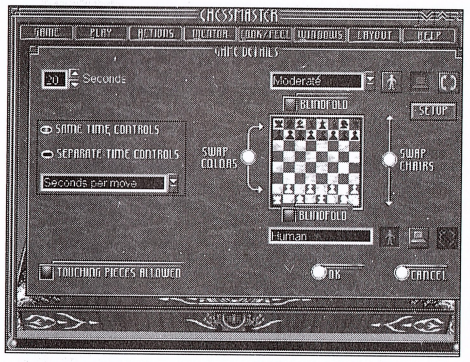
Championship

Experience the pressure of championship chess play! See how good a chess player you REALLY are! Turn **Championship** play **On** or **Off**. When this is **On**, you can't take back moves; you must move the first piece you touch; and you lose the game if time runs out. If you win a **Championship** game, you can print a certificate if you have a printer set up.

During **Championship** play, many options are not available, so a simplified menu appears. For details, see the related section of this manual, such as *Game Menu, Print*. Notice that the **Play** menu has one championship command, **End Championship Play**. Choose it to return to the normal menu and start a new game.

Set Up Game Details...

Use the left side of the *Game Details* dialog to set the time controls, and the right side to pick the players and assign sides of the chessboard.



In the *Game Details* dialog, select these options, then choose **OK**.

Time Controls

- **Same Time Controls**—Select this button if you want both players to have the same response controls. Type the number of moves and the number of minutes in the fields that appear or click the up and down arrows to set moves and minutes.
- **Separate Time Controls**—Select this button to impose different time controls on the two players You may want to use this capability to compare how two otherwise equal personalities fare against each other when one has more time to think. You may also want to set up tournament time controls for yourself (40 moves in 120 minutes) but make your computer opponent move faster (120 moves in 120 minutes, for example). You may select one of these:

  Moves/Minutes—Specify how many moves must be made in a matter of minutes. If the player fails to match the number of moves, that player loses on time. Type the number of moves and the number of minutes in the fields that appear or click the up and down arrows to set moves and minutes.

  Seconds/Move—Specify how many seconds a player has to make each move. If a player fails to make a move fast enough, that player loses on time. Type the number of seconds in the field that appears or click the up and down arrows to set seconds.

  Minutes Per Game—Specify how long each player may take to complete the game. If a player exceeds that time, that player loses on time. Type the number of minutes in the field that appears or click the up and down arrows to minutes.

  Infinite Time—Select this and a computer personality won't move until you select **Actions** menu, **Force Move** (or press CTRL F). Remember, the longer you let the personality think, the better it plays! This option does not apply to human players.

  Equal Time—Select this and a computer personality takes approximately the same amount of time to move as its opponent, based on average time per move. For example, if White completes 5 moves in 50 seconds, Black takes approximately 10 seconds to make its next move. This option does not apply to human players.

  Fixed Depth—Specify the maximum half-moves (or "plies") a computer personality looks ahead when thinking.

- **Touching Pieces Allowed**—Select or deselect this check box to allow touching, which means you can start to move a piece and change your mind. When touching is not allowed, players must move the first piece that they touch.

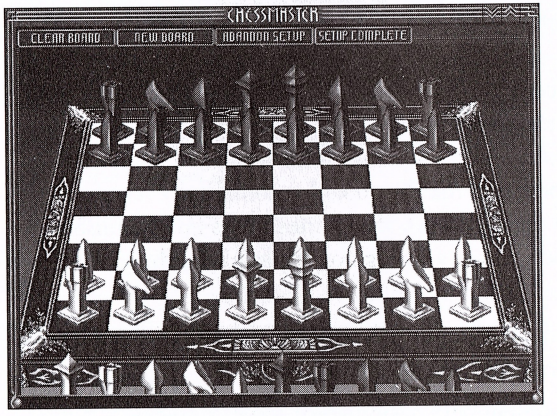
Players

- **Blindfold Chess**—Select or deselect this check box to turn Blindfold Chess on or off. Use this feature to experience the most difficult form of chess in which you must remember moves without seeing them onscreen. Even advanced players have difficulty playing with a blindfold, so don't get discouraged if you try this!
- **Players**—Select a button to choose a human player, a computer personality, or a remote player (via modem). There are two fields for players, both of which operate the same.

  If you select a computer personality, you can choose your opponent's level of play the same as if you had chosen the **Quick Level Set** command, or you can choose the **Set up** button to open the *Personality* dialog, where you can select or create a computer personality.

  If you select a remote player, choose the **Set up** button to open the *Remote Settings* dialog box.

  Note: There can only be one remote player. The other player must be a human. Both players must use the same time controls. When a remote player is selected, the **Separate Time Controls** button is automatically disabled.



Complete the dialog box as follows.

- **Connection**—Select one type:
  Serial—Requires a null modem serial cable.
  Modem—Must be 100% Hayes compatible.
  Network—Must be DOS file-system compatible. Apart from that, there are no restrictions as to network type.

  If the connection is via serial cable or modem, select the correct COM port (1, 2, 3, or 4). If an adjustment is needed to the COM port, use the Windows Control Panel to make it. See your Windows documentation for details.
- **Baud Rate**—Both users must choose the same baud rate, either 300, 1200, or 2400 baud.
- **Timeout After**—Set time in seconds that each system waits for the other to respond to a call. For long distance calls, increase this value to allow for phone system delays.
- **Modem Initialization String**—The program has a default. To change it, consult your modem manual to determine the appropriate values to use.
- **Phone Number**—Enter the phone number to dial, using any characters recognized by Hayes modems, such as ",". Tone dialing is the default parameter. To use pulse dialing, prefix the number with a "P".
- **Network**—Both players need access to the same directory to play a game. Only one game can be played on a given directory at a time, to avoid transferring moves between games.
- **Master System**—Select this button on only one of the two machines to make it the master system. When playing via modem, the master system *Game Details* dialog sets the time controls, who plays White and Black, and so on. The master system dials and wait for the slave system to answer.
- **Defaults**—Choose this command button to restore all settings to the factory defaults.
- **Connect**—Choose this command button to establish the connection with the remote system. The slave system pushes "connect" first. Several seconds later, the master system should do the same. With successful connection, both dialog boxes disappear and the chessboard automatically reappears (as if **OK** is clicked on both dialog boxes). If a connection is not established before the timeout period elapses, a dialog box appears describing the nature of the problem.

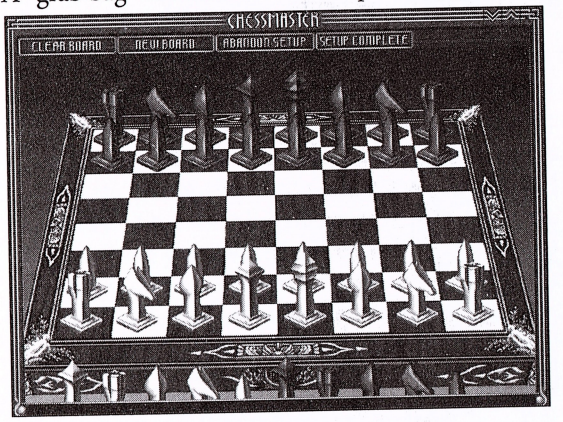
After the connection is made, if one side disconnects, the other side must also disconnect before a successful reconnection can be made.

Note: If you encounter a problem with a modem or serial connection, before calling technical support try establishing a connection using the Windows Terminal Program, which is shipped with the Windows Package. The Terminal Program should be found in the Accessories group.

- **Set up**—If you choose a computer personality the **Set up** command appears. Choose it to open the *Personality* dialog, where you can select or create a computer personality. See *Set up a Personality* below.
- **Swap Chairs**—You and your opponent can use this to switch playing positions by moving around the table and taking the opposite chairs.
- **Swap Colors**—You and your opponent can use this to rotate the board and play the opposite colored pieces.

Set Up a Position...

Arrange the pieces on the board anyway you want within the legal limits of chess. A "grab bag" of Black and White pieces appears on the screen.



(If the board you are using is too small, the "grab bag" of pieces may not show-up. If so, merely enlarge the board with the mouse). You can click and drag pieces with the mouse. You may not add more than sixteen pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up endgame positions, practicing checkmates, solving chess problems, and exploring alternate lines of play (see *Playing Chess*).

When you choose **Set up a Position**, the menu commands at the top of the screen change to the following.

- **Clear Board**—Remove all pieces except the Kings. Place pieces where you want them using the mouse..
- **New Board**—Put each piece in its "start of game" position. Remove unwanted pieces from the board using the mouse
- **Abandon Set up**—Discard any changes and return to the game in progress.
- **Set up Complete**—Choose this button to open the *Set up Board Status* dialog box. Select the **Side to Move** (White or Black). If the King and the Rook are

in their initial positions, select or deselect the check boxes to set whether or not castling is allowed for a side and whether that side can castle long (Queenside) or short (Kingside). Choose **OK** to return to the chessboard and play the problem you set up.

Set Up a Personality...

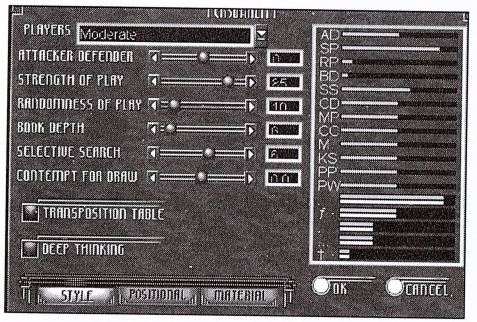
Use the *Personality* dialog to create, modify, or delete the level of play for your computerized opponents. You can open this dialog two ways: from the **Play** menu or with the **Set up** command on the *Game Details* dialog. See *Set up Game Details* above.

Command Buttons

In the Personality dialog the **Style**, **Positional**, and **Material** command buttons give you three different sets of fields that you can use to select and change the personality and style of play for a computer opponent.

Note: You can view individual settings adjustments on the right side of the dialog box.

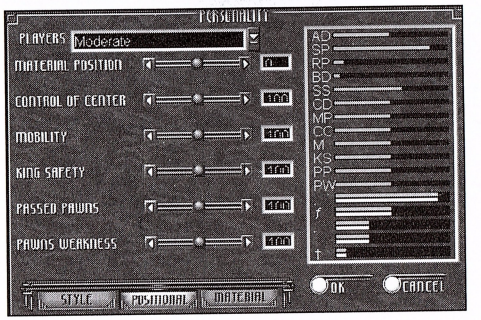
Style—The dialog defaults to this command button.



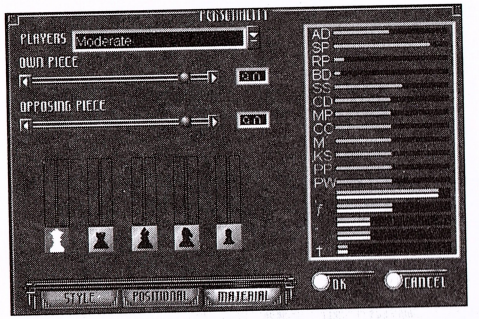
Select and change the following options as desired. When you are done, choose another command button to change those settings or choose **OK** to end your changes and play.

- **Players**—Choose a level of computer opponent, such as **Newcomer**. Then set the following style attributes for your custom version.
- **Attacker vs Defender**—Click and drag the slider bar to set the personality's tendency to capture pieces; the range is **-100** to **100**. Negative values emphasize attack; positive defense; **0** represents a balance. An **Attacker** tries to capture pieces and reduce their numbers as much as possible. A **Defender** tends to do the opposite — avoid exchanges where it's optional.
- **Strength of Play**—Determines the quality of your opponent's play. A rank novice has a strength of play at or near 0. A Grand Master has a strength of play exceeding 100. Click and drag the slider bar low for a weak player, or higher for a greater challenge.

- **Randomness of Play**—Click and drag the slider bar to adjust the computer's diversity of play while maintaining its strength of play. If set at 0, the computer makes the same moves every time (all other adjustments remaining the same). Higher settings cause the computer to play with increasing diversity, to increase the fun of playing it repeatedly.
- **Maximum Book Depth**—Move the slider bar to set the number of moves the computer looks into the opening book at the beginning of the game (from 0 to 100). A higher setting results in the computer getting into the mid-game in a stronger position with more time remaining to play than a lower setting.
- **Selective Search**—Unless told to do otherwise, the computer considers every possible play and its implications to an infinite number of plies before making its next move. This makes for very strong and slow play by the computer. The default here is 6, which means that the computer selectively disregards unpromising lines for the first six plies of the search. Beyond the selective search, it does a "brute force" search of all possible remaining moves.
- **Contempt for Draw**—Many times during chess tournaments, a player only needs a draw to win. Other times, a player needs an outright win; that is, a draw is the same as a loss. This lets you create a personality who considers a draw as good as a win, as bad as a loss, or just a tie. Use the slider bar to affect how the personality reacts when a draw is offered (see *Actions Menu, Offer Draw*). When the slider is set at 0, the computer personality accepts an offer to draw if the game is even. If it's behind by less than a pawn (1 point) and the slider is set at 1, it rejects a draw. If the setting is -2, but the personality is less than 2 points ahead, it will also accept a draw. For more information on the concept of a draw, see your *Owner's Manual.*
- **Transposition Table**—Select this box to let the computer avoid redundant searching and strengthen its play. If, in its search, the personality arrives at a position beyond that it already analyzed, it avoids repeating that effort.
- **Deep Thinking**—Select this box to let the computer personality think about its subsequent moves while your clock is ticking, which is much to its advantage. To weaken the computer's play, deselect this box.
- **Positional**—Choose this command button to select and change the following options as desired. When you are done, choose another command button to change those settings or choose **OK** to end your changes and play.



- **Material vs Position**—When computer personalities (and humans) evaluate a chess position, they consider both the material points of pieces on the chessboard and overall positional attributes, such as pawn structure, attack potential, piece mobility, forks, and so on. Click and drag the slider bar to set whether the computer personality emphasizes **Material**, **Position**, or a balance of both. The range is **-100** to **100**. Negative values emphasize material; positive positional; **0** represents a balance.
- **Control of Center**—Set the slider bar (0 to 200) to determine how much the computer personality values controlling the center of the board, especially the d4, d5, e4, e5 squares, from both attack and defense perspectives. The higher the setting, the more important control is to the personality.
- **Mobility**—Set the slider bar (0 to 200) to determine how much the computer personality values placing its pieces to keep open a maximum number of move opportunities. The higher the setting, the more important mobility is to the personality.
- **King Safety**—Set the slider bar (0 to 200) to determine how much the computer personality values keeping the King "safe," or free from attack versus being comfortable with a certain amount of such pressure if it frees other pieces from having to guard him.
- **Passed Pawns**—A passed pawn has no opposing pawn in its own file, or in either adjacent file. This makes a passed pawn a relatively valuable piece, because its path to promotion is somewhat open. Set the slider bar (0 to 200) to determine how much the computer personality values developing passed pawns, as opposed to other tactics.
- **Pawns Weakness**—Set the slider bar (0 to 200) to determine how hard the computer personality avoids positions where a pawn is unprotected, is rendered immobile, or otherwise weakens the overall pawn structure.
- **Material**—Each player values each piece somewhat differently from every other player. If you set up a personality to practice against someone you know (some other player), tell the computer how that player values each piece (including yours). Choose this button to set how the computer calculates material points for itself and its opponent. The default material points for chess pieces are Queen = 9, Rook = 5, Bishop and Knight = 3, Pawn = 1. To change the point values from the computer personality's "view," select Own Piece Or Opposing Piece and a chess piece button, then move the scroll bars (the range is 0.0 to 10.0 for all pieces). The chess piece buttons from left to right correspond to Queen, Rook, Bishop, Knight, and Pawn.



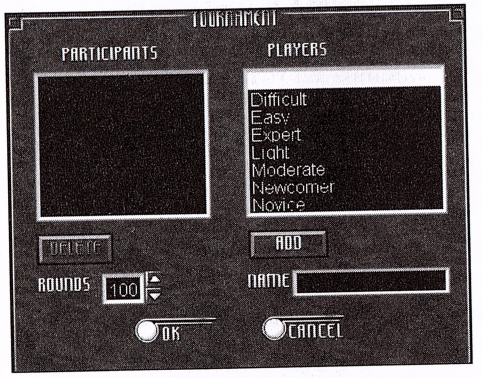
Tournament

Create, schedule, play, save, view the results of, or delete a "round robin" tournament in which up to 8 participants play every other participant in turn for a specified number of rounds (rounds are the times each participant will play each other).

You specify the participants and the number of rounds from a range based on the number of participants. You also assign a name and schedule to the tournament.

Create...

Create a round robin tournament by taking these steps:



1. In the *Tournament* dialog, select the participants of the tournament with the options below:
   - *Participants*—Double-click a listed name to remove a player. You can also use ↑ and ↓ to select a player, then TAB to **Delete** and press ENTER to remove that player.
   - *Players*—Double-click a listed name to add a player in the *Participants* list. You can also use ↑ and ↓ to select, then TAB to **<<Add** and press ENTER. If you select *Human Player*, a dialog appears where you type the name and choose **OK**.

- *Name*—Type a name and press (ENTER) to add a human player in the *Participants* list.
- *Round*—Click the arrows to increase or decrease the number of rounds.

2. Choose **OK**.

   The *Save Chessmaster Tournaments* dialog box appears.

3. Assign a filename, directory, and drive, then choose **Save**.

   The *Tournament* schedule appears.

4. Select a match for a game in a round robin tournament. Select the players and **Choose Game**. You return to the chessboard, where White begins.

Note: If computer vs. computer matches are available, the **Automatic** button appears. Select **Automatic** to play an unattended tournament.

Schedule...
Select match for a game in a round robin tournament and **Choose Game**. You return to the chessboard, where White begins.

View Results...
View the players, wins, losses, draws, number of games played, and the score. Choose **OK** to exit or **Games** to view a summary of each game played so far. If you choose **Games**, the *Games Played* dialog appears. Choose **OK** when you finish reviewing the results of a game to return to the chessboard.

Load...
Load an existing tournament. In the *Chessmaster File* dialog, select the tournament, then choose **OK**.

Suspend and Save Game
Save the current tournament game in progress, if you want to stop and restart another time. Human players will have the option of adjourning with a move. You can resume the game at a later time by choosing **Tournament**, **Load**.

Suspend and Abort Game
End the match or stop the tournament. Tournament results are saved automatically at the end of each match.

Print Results...
You can print the results of a tournament by players and by matches, if you have a printer set up. For instructions on setting up printers, see your *Microsoft Windows* manual.

Actions Menu

Use the **Actions** menu to switch sides, force a move, take back a move, replay a move, resign, offer a draw, adjourn, or pause by choosing the following commands.

Note: You can use (CTRL) keys to choose some menu and cascading menu commands without selecting the menu. For commands that call dialogs, you can choose **Cancel** (or press (ESC)) to abandon that command.

Switch Sides (CTRL) *G*
Change sides, which means the White player takes the Black pieces, and the Black player takes the White pieces. If you choose to play Black, your opponent will move first.

Note: If you choose to play Black, you can rotate the board so that White is at the top (see *Look & Feel Menu, Board Display*).

Wakeup!
Sometimes during a game, when you do non-play actions, such as manipulate the move list, your computer opponent "goes to sleep" and the chess clocks stop. Choose **Wakeup!** to restart the computer's game play.

Force Move (CTRL) *F*
If you get impatient, use this to force a computerized personality into a move. This is the only way a computerized opponent will move in *Infinite* mode (see *Play Menu, Response Controls).*

Takeback
Take back move(s) by choosing a cascading menu command.

Last Move (CTRL) T
Take back the last move that you made. If you take back a move made by the computer, then you must use **Force Move** ((CTRL) F) to get the computer to start thinking about its next move.

All Moves
Take back all moves in the game.

Note: **Takeback** is inactive in championship games.

Replay
Replay move(s) by selecting a cascading menu command.

Last Move (CTRL) **R**
Replay the last move that you took back.

All Moves
Replay all moves in the game.

Note: **Replay** is inactive in championship games.

Resign...
If you think your situation is hopeless, you may resign from a game in progress. This is rated as a loss. At the dialog, choose **Yes** to resign or **No** to continue.

Offer Draw...
Offer your opponent a draw when you believe no one can win. The computer may accept your offer or say, "No draw. Play On!"

Adjourn Game...
Adjournment is used in tournament play when it becomes necessary to suspend the game and resume at a later date. In that situation, the current player records the next move on the score sheet and seals the move in an envelope. The clocks are then stopped. The **Adjourn Game** command works similarly in ***The Chessmaster 4000 Turbo.***

The *Adjourn Game* dialog box prompts the current player to make a sealed move to adjourn the game using the mouse. The *Save Chessmaster Games* dialog box appears, which lets you save the adjourned game to the directory and drive of your choice. The game is then saved. When an adjourned game is reloaded, the sealed move is made, the clocks restart, and the game continues.

Pause
Select this option to pause the current game. Click **OK** or press (ENTER) to continue.

MENTOR MENU

Use the **Mentor** menu to ask for advice, analyze your game play, choose a teaching mode, get endgame solutions, use online tutorials, rate your play, practice opening lines, and set up pieces to practice specific moves by selecting the following commands.

Note: You can use (CTRL) keys to choose some menu and cascading menu commands without selecting the menu. For commands that call dialogs, you can choose **Cancel** (or press (ESC)) to abandon that command.

Quick Hint (CTRL) *H*
When it is your turn, choose this command to view the program's suggestion for your next move. Choose **Move** if you want to use it or return to the board and make another move.

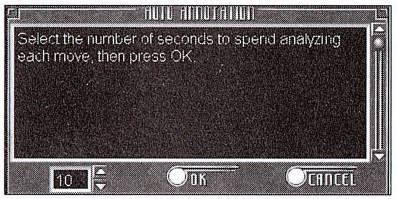
Natural Language Advice... (CTRL) *A*
Get detailed advice and analysis about suggested moves presented in plain English.

When it's your turn near the beginning of a game, the computer suggests a move out of the opening book for you. If you want advice after leaving the opening book, you are asked to set the number of seconds for the computer to think about a line of play, then choose **OK**. (The longer the computer thinks, the better the advice).

The computer can suggest a move, develop an analysis of the probable effect of that move and results of that line of play in terms of changes in material, mobility and development. Select **Move** and pieces are moved to show you how the analysis plays out. Click **OK** and the pieces move back.

You can then make that or another move, or choose **Advice** to get a different suggestion. If you make the suggested move, the computer may not follow its own advice and may make a different move than you anticipate!

Auto-Annotate Move List...
The Chessmaster 4000 Turbo can auto-annotate the move list of a game. For it to do so, you must first use the **Actions** menu, **Takeback** command and take back the moves you want annotated. Then, choose this **Auto-Annotate Move List** command. Set the number of seconds for the computer to "think" about each play (the longer it thinks, the higher the quality of the annotation). Choose **OK** to begin the auto-annotation process.

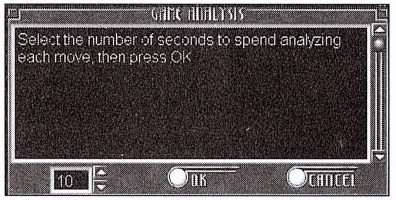


When auto-annotation is complete, choose **OK** to close the *Auto Annotation* dialog box. Use the **Windows** menu and open the **Move List** and **Annotation** windows. Click on the play you want to see in the **Move List** and its annotation appears in the **Annotation** window.

To view the entire annotated game at once, choose the **Game** menu, **Export** or **Clipboard** commands. Under **Export**, choose **ASCII Move List** to open the *Save Chessmaster Move List* dialog box. Use it to save the annotated move list to a file, directory and drive; you can then open that file in a word processing application. Under **Clipboard**, choose **Copy Move Annotation**; open a word-processing file; then choose the **Edit** menu, **Paste** to put in the entire text.

Analyze Move List

The Chessmaster 4000 Turbo can also analyze the move list of a game. For it to do so, you must first use the **Actions** menu, **Takeback** command and take back the moves you want analyzed. Then, choose this **Analyze Move List** command. Set the number of seconds for the computer to "think" about each play (the longer it thinks, the higher the quality of the analysis). Choose **OK** to begin the analysis.



When the analysis is complete, choose **OK** to close the *Game Analysis* dialog box. Use the **Windows** menu and open the **Move List** and **Annotation** windows. Click on the play you want to see in the **Move List** and its analysis appears in the **Annotation** window.

To view the entire game analysis at once, choose the **Game** menu, **Export** or **Clipboard** commands. Under **Export**, choose **ASCII Move List** to open the *Save Chessmaster Move List* dialog box. Use it to save the analyzed move list to a file, directory and drive; you can then open that file in a word processing application. Under **Clipboard**, choose **Copy Move List**; open a word-processing file; then choose the **Edit** menu, **Paste** to put in the entire text.

Solve for Mate...

Ask ***The Chessmaster 4000 Turbo*** to search for a checkmate in a specified number of moves. ***The Chessmaster 4000 Turbo*** always solves for the side whose turn it is to move. To find a mate for the opposite side, make a move for the current side (or take back a move), then select this again. If ***The Chessmaster 4000 Turbo*** finds a mate, that line is shown at the end of the move list. To see the moves replay them or display the **Move List** window (or both).

Rate My Play...

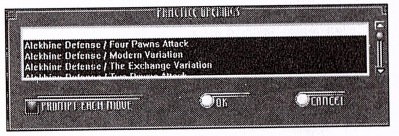
This command gives you an approximate USCF standing by rating your performance in Solitaire Chess.

Rate My Play
Rubinstein A vs Teichmann R, Vienna, 1908
Kasparov G vs Tal, Brussels, 1987
Forgacs vs Tartakower S, Saint Petersburg, 1909
Teichmann R vs Schlecter K, Karlsbad, 1911
Alekhine A vs Capablanca J R, New York, 1927
Alekhine A vs Niemzowitsch A, San Remo, 1930
OK
CANCEL

You can select from 30 Classic Games. The program advances the selected game to critical points, where it asks you to predict the moves made by the original players. To do so, click a piece and move it to a destination square. If you are correct, you get points; if you are wrong, well, it can be embarrassing... At the end of the exercise, the program tabulates your score and gives you an estimated rating.

Practice Openings...

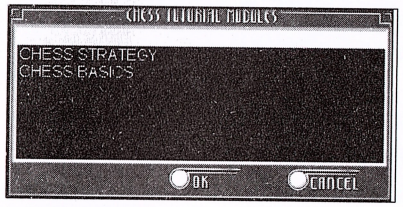
Practice classic opening lines.



In the dialog box, select an opening line, then choose **OK**. Make what you think is the right move. If correct, the move is accepted and your opponent will move. If not, the move is not accepted. So, try another one! Or, at the **Practice Openings** window, you can push the Prompt Each Move button. The Chessmaster will then tell you each move to make in the **Practice** window.

Chess Tutor...

This tutorial presents chess game play strategies from simple to complex.



In the *Chess Tutorial Modules* dialog box, make a selection and choose **OK**.

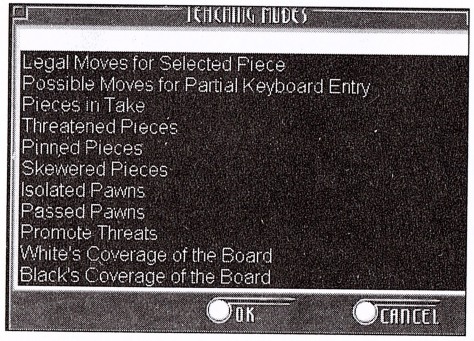
- **Chess Basics**—Beginners can use this to learn the basics of chess and moving chess pieces.
- **Chess Moves**—Learn more about how pieces can work together.
- **Chess Strategy**—Explore advanced principles, tactics and strategies.

The tutorial uses three command buttons:

- **OK**—Choose this to move forward in the tutorial.
- **Cancel**—Choose this to leave the tutorial.
- **Move**—When a line of play is described in the text, the **Move** button is readied. When you choose **Move**, the tutorial illustrates a sequence of moves on the chess board. In the **Chess Moves** module, you must answer **Challenge** questions; use the mouse to make the correct move.

Teaching

Use one of the teaching modes or turn teaching off. In the *Teaching Modes* dialog box select one of the following modes, and choose **OK**.



Teaching Off

This is the default, which means that teaching is off and pieces are displayed normally.

Legal Moves for Selected Piece

Use this teaching mode to see where to move. Picking up a piece causes "ghost" pieces to appear on squares to which that piece can legally move. If a destination square is occupied by an opponent's piece, that piece is "ghosted" or opaque, which means you can capture that piece.

Possible Moves for Partial Keyboard Entry

This teaching mode shows the source and destination squares of all possible moves typed with the keyboard. Partial annotation also appears in the Status Bar. Type enough of the move to highlight a single pair of source and destination squares, then press (ENTER) and the move is automatic. For example, if using algebraic notation and there is only one legal Knight move, simply type **N** and press (ENTER).

Pieces in Take

This teaching mode shows which pieces are in take. A piece is "in take" if it can be captured on the next move by an enemy piece.

Threatened Pieces

This teaching mode shows which pieces are threatened. A piece is "threatened" when it is in take and the enemy can gain material points by capturing it. The enemy gains material points if the capturing piece cannot be captured or if the captured enemy is of lesser value that the friendly piece.

Pinned Pieces

This teaching mode highlights pinned and partially pinned pieces. A piece is "pinned" when moving it exposes another friendly piece of higher value to attack. When a piece is pinned against the King, it cannot legally move. When a pinned piece has some legal moves that do not expose the other piece to attack, it is "partially pinned."

Skewered Pieces

This teaching mode highlights skewered pieces. A piece is "skewered" when moving that piece exposes another friendly piece of lesser value to attack. The most commonly skewered piece is the King (often against the Queen).

Isolated Pawns

This teaching mode shows what pawns are isolated, which means there are no other friendly pawns in the same file or in an adjacent file.

Passed Pawns

This teaching mode shows what pawns are passed, which means there are no other enemy pawns in front in the same file or an adjacent file.

Promote Threats

This teaching modes warns of promote threats, which occur if any pawn can move or capture to the eighth row on its next move.

White's Coverage of the Board

Highlight squares that White has covered and to which the Black King cannot move. This command is particularly useful during an endgame when boxing in the Black King.

Black's Coverage of the Board

Highlight squares that Black has covered and to which the White King cannot move. This command is particularly useful during an endgame when boxing in the White King.

Look & Feel Menu

Use the **Look & Feel** menu to select your board display, chess set, preferred chess notation, move lists, quick entry feature, status information, and sound effects by selecting the following commands.

Note: For commands that call dialogs, you can choose **Cancel** (or press ESC) to abandon that command. To save changes made with this menu, select **Game** menu, **Settings, Save Current** (see *Game Menu, Settings*).

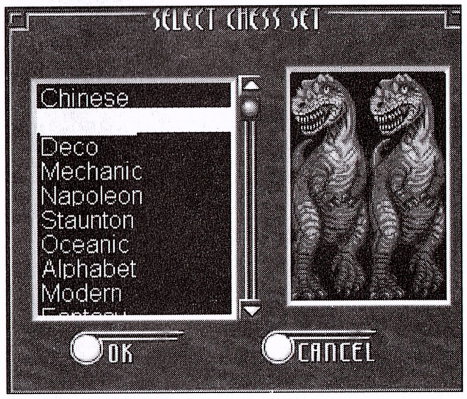
Select Board...

This command is only available in 256 color mode. Use this command to set the appearance of the onscreen chessboard. In the *Chess Boards* dialog box, select one of the boards listed below and choose **OK**:

- **2D Wood Large**—"Wooden" chessboard with a 2D tilt that is the height of the screen.
- **2D Wood Small**—A smaller 2D wooden chessboard.
- **2D Green Marble**—Green marbled chessboard with a 2D tilt.
- **2D Blue Marble**—Blue marbled chessboard with a 2D tilt.
- **3D Wood**—"Wooden" chessboard with a 3D tilt.
- **3D Green Marble**—Green marbled chessboard with a 3D tilt.
- **3D Blue Marble**—Blue marbled chessboard with a 3D tilt.
- **3D Ebony & Ivory**—Ebony and ivory chessboard with a 3D tilt.
- **3D China Teak**—Chinese chessboard with a 3D tilt.
- **3D Metal**—"Metallic" chessboard with a 3D tilt.
- **Surreal Landscape**—Far out!

Select Chess Set...

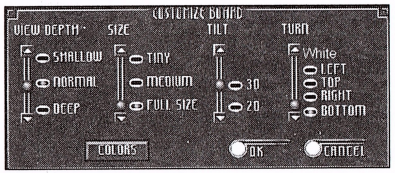
Select from a list of chess sets.



In the *Select Chess Set* dialog, select the type of chess set you want. In the box you can see what the pieces look like before you make a choice. Choose **OK** to use that chess set.

Custom Board...

Use this option to customize your chessboard.



In the *Customize Board* dialog, select the following options, then choose **OK**.

Click and drag the scroll bars or select one radio button to set these four options:

- **View Depth:**
  Note: This option is only valid with **3D Tilt**; otherwise, it defaults to **Normal**.

  Shallow—3D chessboard appears closer onscreen.

  Normal—Normal chessboard appears onscreen. Use this to restore the default as needed.

  Deep—3D chessboard appears farther away onscreen.
- **Size:**
  Tiny—Chessboard is as small as possible. You may need to select a chess set that fits. This is handy if you want to open many Windows simultaneously.

  Medium—Chessboard is default size.

  Full Size—Chessboard takes up the entire screen.

- **Tilt:**
  2D—Chessboard is flat and two dimensional (default).

  3D—Chessboard has a three dimensional perspective.
- **Turn:** Select a radio button to put White pieces on the **Left**, **Top**, **Right**, or **Bottom** of the onscreen chessboard.
- **Colors...** Choose this command button and the *Chess Board Colors* dialog appears. Move the scroll bars to set the colors you want for the light and dark squares, then choose **OK**.

Move Board

Choose this command when you want to move the chessboard around on your screen. You can then click the title bar and drag the chessboard where you want it.

Board Coordinates

Choose this command to turn the rank and file coordinates on or off on the chessboard. The coordinates are helpful when you are using a keyboard notation. See *Notation* in this section.

Sliding Pieces

Turn sliding **On** and **Off**. The default is **On**, which causes pieces to slide on the chessboard during a move. When this is **Off**, chess pieces "pop" from their starting square to the destination square, which speeds up play.

Quick Entry

Turn Quick Entry mode **On** or **Off**. When this is **On**, if only one piece can move to a square, then you can click the square and move the piece without grabbing it.

Announce Check

Under the strict rules of chess, announcing check is not required. When you select this command, the program announces all checks. Select the command again to cancel it, and the program will not announce checks.

Announce Openings

When you select this command, the program announces the opening book line as soon as enough moves are made to uniquely identify a given line (see also *Mentor Menu, Practice Opening*). Select the command again to cancel it, and the program does not announce identifiable opening lines.

Time Stamp Annotation

The elapsed time for each player is taken from the player's chess clock and added into the **Annotation** Window. This command does not require takebacks.

Notation

To set the current notation, choose a cascading menu command. You can use your preferred notation or try another one that you want to learn.

Note: To learn the basics of chess notation, use the **Mentor** menu **Chess Tutor** command. For the official rules about chess notation, see the *U.S.C.F. Official Rules of Chess.*

Coordinate

Moves are shown using rank and file coordinates for the starting and destination squares with dashes between moves, such as e2-e4. Captures are shown by an x. (For a complete description and examples, choose **Mentor** menu,**Chess Tutor, Chess Basics**, and **Coordinate Notation**.)

Algebraic

Identify major pieces with uppercase letters (K, Q, B, N, R); Pawns with no letter; files with lowercase letters (a-h), and ranks with numbers (1-8). Moves combine symbols for the piece and its destination square. For example, Be5 is Bishop to file e, rank 5; e5 is Pawn to file e, rank 5. Captures use an x. For example, Bxe5. A check has a + and checkmate ++. There are also special symbols, such as O-O for castling Kingside and O-O-O for castling Queenside. (For a complete description and examples, choose **Mentor** menu, **Chess Tutor, Chess Basics**, and **Algebraic Notation**.)

Long Algebraic

Long Algebraic Moves are shown similar to algebraic notation; except that they include both starting and destination squares. (For a complete description and examples, choose **Mentor** menu, **Chess Tutor, Chess Basics**, and **Long Algebraic Notation**.)

Descriptive

All pieces are identified with a letter; those that begin on the Kingside may include a K and that begin on the Queenside a Q, such as QB or KB for the Bishops. Ranks are numbered from the players point of view, so each square has two names. For example, the White Queen starts on Q1 and Black on Q8. A move to an empty square includes the piece, a hyphen, and the arrival square. A capture includes both pieces and an x, such as BxN for Bishop takes Knight. (For a complete description and examples, choose **Mentor** menu, **Chess Tutor, Chess Basics**, and **Descriptive Notation**.)

International

This notation is used for international purposes. Letters are not used, since the pieces have different initials based on language differences. For example, the English King (K) is the Spanish Rey (R). Both ranks and files are numbered (1-8) so two digits define each square. For example, the White Queenside Rook is on square 11. Moves are four-digit numbers that combine the starting and

destination squares, such as 1115 for Queenside Rook to rank 5. (For a complete description and examples, choose **Mentor** menu, **Chess Tutor, Chess Basics**, and **Correspondence Notation**.)

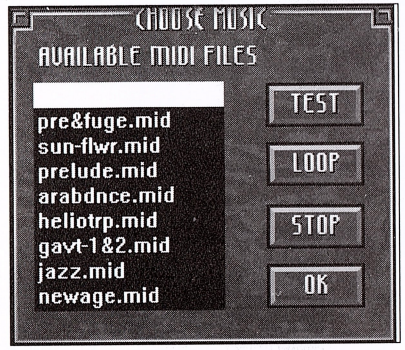
Game Sounds...

Choose sound for moves or turn sound off by selecting one of these cascading menu commands:

- **Sampled**—Choose this to hear cool sounds for each move, check, checkmate, castle, capture, and promotion made by the computer. No sound is made in response to a human action. Requires a system that can play .WAV files with the appropriate sound card and driver installed. To check if the driver is correctly installed, try playing a .WAV file using the Windows Media Player. See your *Windows Help* or documentation for more information.
- **Simplified**—Choose this to hear a standard Windows beep for each move, check, checkmate, castle, capture, or promotion made by the computer. No sound is made in response to a human action.
- **None**—Choose this to turn off sounds.

Music

Choose this to play a piece of music in the background while *The Chessmaster 4000 Turbo* window is active. Requires a system that can play MIDI files (.MID) with the appropriate sound card and driver installed. To check if the driver is correctly installed, try playing a .MID file using the Windows Media Player. See your Windows Help or documentation for more information.



The Choose Music dialog box lists available MIDI files. Select a file, then choose button:

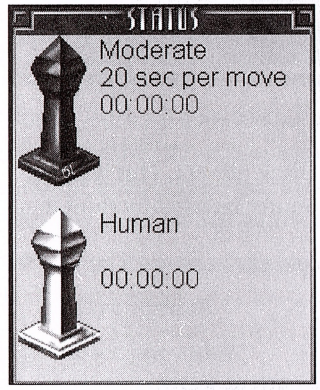
- **Test**—Play the selected file once.
- **Loop**—Return to game and continuously play the music.
- **Stop**—Turn off the music.
- **OK**—Return to game play.

Windows Menu

The Chessmaster 4000 Turbo lets you open up to eight onscreen chess Windows from the **Windows** menu. Other Windows are also used for advice and messages. And you may have other Windows applications open. A Window is a rectangular area in which you can view or enter information. You can open, close, move, move between, and change the size of Windows using the same principles as other Windows applications (see your Microsoft Windows manual). You can open the following chess Windows.

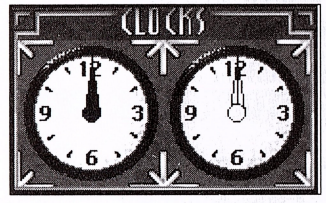
Game Status (CTRL) *1*

Open a Window that identifies the players, time spent in play, and the last two moves made by each player.



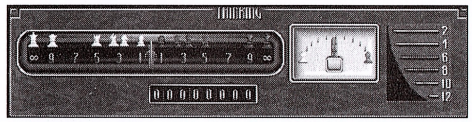
Chess Clocks (CTRL) *2*

Hide or show the time clocks for each player. The clocks continue to track time even if they are hidden. You can select from a variety of clocks by opening this window and double-clicking the clocks.



Thinking (CTRL) *3*

View the computer personality's "thinking."



The horizontal tuner shows the current score of the game in progress. As White becomes stronger or weaker than Black, it is reflected in the score. For example, if Black is one pawn ahead, the tuner moves one point to the right; if a Queen ahead, nine points to the right. The King has an infinite value.

On the right side is a gauge. The gauge glows green to show the number of plies the computer is searching as it decides which move to make.

To the left of the gauge is a meter. The meter show who has the advantage, as the computer searches down its various lines of potential play, if those lines were actually played.

On the bottom is an odometer, which shows the number of moves the computer is searching as it decides which move to make.

Think Lines (CTRL) *4*

A "line" is a sequence of moves for both White and Black players. This window shows information on the lines about which the computer is currently thinking.

Best: The best line seen by the computer so far in its current search.

Depth: The number of moves the computer is currently thinking about.

Score: If all the moves in the "Best" line are played out to the end of that line, the score is the difference between the beginning of the game (score = 0) and the end of that line. Changes in material points (the chess pieces), position (the overall quality of each player's position on the board), and items relating to chess knowledge are considered in the score. A pawn is worth 100 points; a Queen 900.

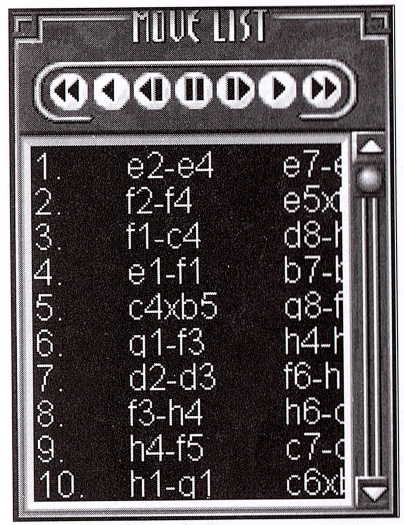
Previous: The line the computer searched prior to the current line.

Current: The line the computer is currently searching.

Positions Seen: The number of board positions that the program has seen, as it searches through the various potential lines of play, looking for the move to make.

Move List (CTRL) *5*

View a list of all moves played in the game so far.

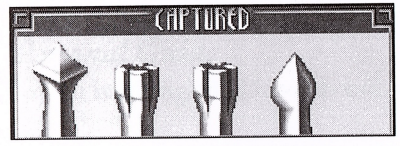


Double-click on a move and it will take you to that point in the game. If there is a down arrow (▼) next to a move, single click on the down arrow to see the multiple lines of play. You can also use the "VCR" controls at the top of this Window to replay any game as follows:

- ◀◀ Fast Rewind to the beginning of the game.
- ◀ Slow Rewind
- ◀▌ Back one move.
- ▌▌ Stop the animation.
- ▐▶ Forward one move.
- ▶ Slow Forward to the end of the game.
- ▶▶ Fast Forward to the end of the game.

Capture Pieces (CTRL) *6*

View a display of all captured pieces on both sides.



Legal Moves (CTRL) *7*

View all legal moves that you can make. To make a move, double-click it or select a move with the cursor keys and press (ENTER).

Annotation (CTRL) *8*

You cannot use this option until the first move is made. Use this option to take notes on your game. Click in the window or press (ENTER) when the window is active, then type your notes in the dialog box.

Chat (CTRL) *9*

Open the **Chat** window to send and receive chatty messages to and from a remote player during a game.

The upper part of the window is a list box, where you can scroll through the last 25 items transmitted in the conversation. The lower part of the window is for editing the latest message to your adversary. When the edit is finished, click on the Send button to transmit the message.

Note: The **Chat** window is active only when you are remotely connected to another player.

Close All (CTRL) *C*

Close all open Windows and return to the chessboard.

LAYOUT MENU

The **Layout** menu includes a variety of chessboard, chess set and Windows screen choices. Use the layout you prefer by choosing one of the following commands.

War Room

Layout is a large War Room, which includes a larger chessboard, the Staunton chess set, and five chess Windows: **Chess Clocks**, **Captured Pieces**, **Think Lines**, **Legal Moves**, and **Move List**.

Think Tank

Layout is a small 2D chessboard and the two **Thinking** Windows and **Captured Pieces**.

Table Top Chess

Layout is a 3D chessboard, the Staunton chess set, with one chess Window: **Chess Clocks**.

Plain and Simple

Layout is a small chessboard and two chess Windows: **Game Status** and **Captured Pieces**.

Micro Chess

Layout is a tiny chessboard, the Symbols chess set, and a stacked menu bar.

Far East

Layout is a 3D chessboard and the Oriental chess set.

New Perspective

Layout is an angled 3D chessboard, the Modern chess set, and three chess Windows: **Chess Clocks**, **Game Status**, and **Annotation**.

Personal Guide

Layout is an angled 2D chessboard, the Staunton chess set, and **Detailed Advice**.

Custom

Custom
Load or save the custom board layout that you designed starting with any of the above options, and that includes any resizing or positioning of the chess Windows:

Load
Load the custom board that you designed.

Save
Save the custom board that you designed.

HELP MENU

The Chessmaster 4000 Turbo Help works on the same principles as Microsoft Windows help (see your *Microsoft Windows* manual). You can open the **Help** menu and choose the following commands:

About

Find out who programmed your software and view copyright and version information, which is useful if you need to contact Technical Support. For the Technical Support office near you, see your *Quick Start Card.*

Get information about your version of the program. This information is useful when contacting The Software Toolworks' Technical Support Department.

Chessmaster

Opens the Index in ***The Chessmaster 4000 Turbo*** help. Choose a topic from an alphabetized Index to view that help text.

- **Commands**—Get an overview of all menus, commands, and cascading menu commands. Select a menu or menu command to view that help text.
- **Procedures**—Select a topic to view help text on a particular procedure, such as moving pieces, making special moves, or designing a custom chessboard and chess set.
- **Keyboard**—Select a topic to view help text on keyboard alternatives to mouse actions.
- **Windows**—Select a topic to view help text on using the chess Windows.

Help on Help

Get quick information on how to using the Windows help system in ***The Chessmaster 4000 Turbo.*** For example, within most help text, you can select highlighted words to jump to another help topic.

PLAYING CHESS

Now that you are familiar with *The Chessmaster 4000 Turbo* interface, menus, and commands, it's time to start playing chess! This chapter has three sections on how to use the software to play chess:

- *For the Beginner*—Read this if you are new the game of chess.
- *For the Intermediate*—Move on to this once you think you've got a handle on the game of chess.
- *For the Advanced Player*—Go straight to this section if you really think you can beat the computer!

For the Beginner

If you are a beginning chess player, try these general steps:

1. Choose **Mentor** menu, **Chess Tutor**, and review the basic pieces and moves of the game in the online tutorials. (Select **Cancel** or press (ESC) to return to the chessboard.)
2. Choose **Mentor** menu, **Teaching**, and **Legal Moves for Selected Pieces**, then choose **OK**. This lets you see where you can move pieces as you experiment with the game.
3. Choose **Play** menu, **Set up Game Details**; complete the *Game Details* dialog as follows, then choose **OK**:

   Top Player—Click the human button, type your name, and press (ENTER).

   Bottom Player—Click the computer button, select the **Easy** preprogrammed opponent, and press (ENTER).
4. Choose **Play** menu, **Set up a Position**; then follow these steps:
   a) Choose **Clear the Board**.
   b) Drag one of your pieces onto the board to set up and practice endgames. Here are some suggestions for beginners:
      - White King and Queen vs. Black King.
      - White King and Rook vs. Black King.
   c) Choose **Set up Complete**, to return to the chessboard and play the endgame you selected. If a piece is in check that side moves first; otherwise, you are asked which side should move.

5. Choose **Layout** menu, **War Room**. This lets you see the six of the Windows as you play to maximize information about your computer personality's "thought" processes.
6. Go ahead and play the endgame you set up with **Teaching, Coverage of the Board** (White or Black) turned on.
7. When you think you have the hang of endgames, try practicing some opening lines by choosing **Mentor** menu, **Practice Openings** . In the dialog box, select an opening line and choose **OK**.
8. When you think you are ready, select **Game** menu, **New Game**, and try to beat the computer!

Note: In steps 6, 7, and 8 you can get advice, by using the **Mentor** menu (you can choose **Natural Language Advice** or **Quick Hint**).

For the Intermediate

If you are an intermediate chess player, try these general steps:

1. Choose **Mentor** menu, **Rate My Play**; try to predict moves of the Grand Masters; and get a rating.
2. Choose **Play** menu, **Set up a Position**; then follow these steps:
   a) Choose **Clear the Board**.
   b) Drag two of your pieces onto the board to set up and practice endgames. Here are some suggestions for beginners:
      - White King and two Bishops vs. Black King.
      - White King and two Knights vs. Black King.
   c) Choose **Set up Complete**, to return to the chessboard and play the endgame you selected. If a piece is in check, that side moves first; otherwise, you are asked which side should move.
3. Go ahead and play the endgame you set up. During the game, use the **Actions** menu to switch sides, take back moves, and replay them.
4. When you think you have the hang of these endgames, try practicing some more opening lines by choosing **Mentor** menu, **Practice Openings**. In the dialog box, select an opening line and choose **OK**. (TEST)
5. Choose **Mentor** menu, **Chess Tutor, Chess Strategy**. Select a classic game and see how well you meet the Challenge questions. (Select **Cancel** or press (ESC) to return to the chessboard.)
6. Choose **Game** menu, **Load a Game, Classic**, and select a classic game from the list to study some world class strategies.
7. Play the computer whenever you like!

Hints: Use the **Mentor** menu to get advice. Try some of the more advanced preprogrammed personalities (see *Play Menu, Set up Game Details*).

8. Try playing another human who has some experience!

For the Advanced Player

So you think you're an advanced player? That's OK, *The Chessmaster 4000 Turbo* is up to the challenge! Try some of these ideas:

1. Choose **Play** menu, **Set up Game Details**, and an advanced computer personality, such as **Chessmaster**; then play a game!
2. Choose **Play** menu, **Set up a Personality**; then experiment with creating your own computer personality. Try to beat that personality in a game!
3. Try modifying variables in a computer personality and see if you can recognize differences in playing styles. You'll need this talent to beat the human masters!
4. Choose **Mentor** menu, **Practice Openings**. In the dialog box, select an opening line and choose **OK**. See if you can play games with different openings. (You can turn the **Prompt each move** box off to make game play even harder.
5. Choose **Play** menu, **Set up Game Details**; set the time controls to challenge yourself; then play a game and try to beat the clock!
6. Select **Play** menu, **Quick Level Set**, and select **Championship** to set game play to regulation style—no touching, no takebacks!
7. Select **Play** menu, **Tournament**. Choose the **Create** button, and try a tournament against various computer personalities.

Appendix A: About The Interface

The Chessmaster 4000 Turbo gives you the option of using your preferred method for operating the graphic interface: a mouse or a keyboard. You can also personalize the onscreen colors, chessboard, and chess set (see *Look & Feel Menu*).

Mouse Interface

With *The Chessmaster 4000 Turbo*, you can use these **mouse** actions to interface with the software and use its commands:

- *Click*—Point and press the **left** mouse button. Used to select options, radio buttons, check boxes, and command buttons. You can also click a little arrow next to a move in the **Move List** Window to see alternate branches of play starting from that point.
- *Click and drag*—Point, hold down the left mouse button, and drag the mouse. Used for changing horizontal or vertical scroll bar settings in dialog boxes, and for moving pieces on the chessboard. To move a piece, point to that piece, click and drag the piece, then release the mouse to drop the piece. (If you pick up a piece with the mouse and decide not to move it, simply return the piece to its original square on the chessboard and drop it there.)
- *Double-click*—Point and press the left mouse button **twice rapidly**. Used to choose items from selection lists, such as files, directories, games, or players.

Keyboard Interface

With *The Chessmaster 4000 Turbo*, you can use these **keyboard** actions to interface with the software and use its commands:

- Press (ESC) to choose the **Cancel** command.

  Note: In this guide, press (ESC) and click **Cancel** mean the same thing.
- Press (ALT) and the underlined letter in a menu name to open menus as shown:

  (ALT) G **Game** menu
  (ALT) P **Play** menu
  (ALT) A **Actions** menu
  (ALT) M **Mentor** menu
  (ALT) L **Look & Feel** menu
  (ALT) W **Windows** menu

  (ALT) Y **Layout** menu
  (ALT) H **Help** menu
- Move pieces by typing the current notation (see *Look & Feel Menu, Notation*). If you pick up a piece and decide not to move it, press (CTRL) T to takeback the move.
- Press (BACKSPACE) to correct mistakes.
- Press (TAB) to select and (ENTER) to choose a command.

  Note: In this guide, press (ENTER) and click **OK**, mean the same thing.
- You can use quick keys by typing (CTRL) and the indicated letter to choose these menu commands without opening a menu:

  (CTRL) A Natural Language Advice
  (CTRL) F Force Move
  (CTRL) G Switch Sides
  (CTRL) H Quick Advice
  (CTRL) L Load Saved Game
  (CTRL) N New Game
  (CTRL) R Replay Last Move
  (CTRL) S Save Game
  (CTRL) T Takeback Last Move
  (CTRL) 1 Game Status
  (CTRL) 2 Chess Clocks
  (CTRL) 3 Thinking
  (CTRL) 4 Think Lines
  (CTRL) 5 Move List
  (CTRL) 6 Captured Pieces
  (CTRL) 7 Legal Moves
  (CTRL) 8 Annotation
  (CTRL) 9 Chat
  (CTRL) C Close All

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